

<http://www.replacementdocs.com>



Heart of Darkness is a trademark of AMAZING STUDIO. ©1998 AMAZING STUDIO - INFOGRAMES. All rights reserved. Interplay Productions is the exclusive publisher and distributor in North America. All rights reserved. Interplay, Tantrum, and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. Amazing Studio logo is a registered trademark of Amazing Studio S.A.R.L. All other trademarks and copyrights are the property of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

*Interplay*  
BY GAMERS. FOR GAMERS.™



NTSC U/C

PlayStation®



SLUS-00696/00741  
MN-PSX-845-0

HEART  
OF  
DARKNESS™



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION DISC:**

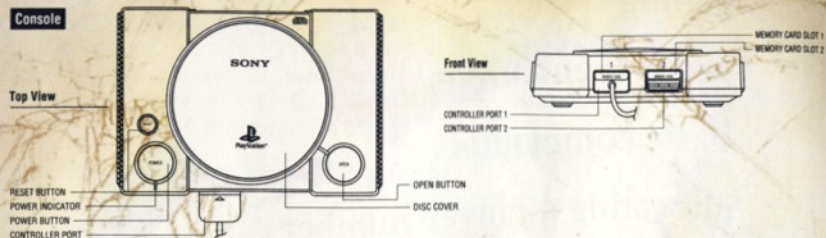
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**contents**

getting started . . . . .	2
recommendations . . . . .	3
basic commands . . . . .	4
allocating a player number . . . . .	10
save / load . . . . .	10
menus and options . . . . .	11
some tips . . . . .	13
customer support . . . . .	16
credits . . . . .	17
warranty . . . . .	23

## getting started

### Console



Set up your PlayStation® game console in accordance with the instruction manual supplied with the system.

Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.

Close the Disc cover. Plug a controller into Controller part 1. If the unit is switched off, switch on the PlayStation® Console by pressing the **POWER button (ON)** to begin play. If the unit is already on, press the **RESET button**.

Now follow on-screen instructions to start the game.

### WARNING!

Do not insert or remove Controllers or any other peripherals once the power has been turned on.

## recommendations

### Changing Discs

During the game, and depending on the choices that you make, a screen may appear with the message "Please insert Heart of Darkness DISC 1" or "Please insert Heart of Darkness DISC 2". Without switching off the Console, open the Disc cover and insert DISC 1 or DISC 2, then close the Disc cover.

### Saving games

To save your position in the game, you'll have to use a **Memory card**. Select "Load" to reload a previously-saved game or "Save" to save your position in the current game.

### Accessing the menus and options

From the main menu choose "Options". You can then access the option menus to choose the difficulty level, configure the Controller, adjust the sound volume, access saved levels, start a new game, or view a cinematic (see "Menus and Options").

### Pause

The **START button** can be used to pause the game to let you carry out one of the two following actions: quit the current game or save it on the Memory Card. To continue the game in progress, just select "continue".

### TV screen format

If your TV screen format is a wide one (16/9), the game images will be horizontally distorted. To fully enjoy **Heart of Darkness** and its graphics quality, please set your TV in the 4/3 screen format (for further information on this function, refer to your TV manual).

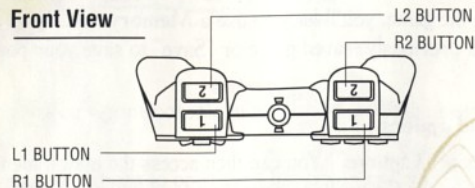
## basic commands

The basic commands are shown below and opposite.

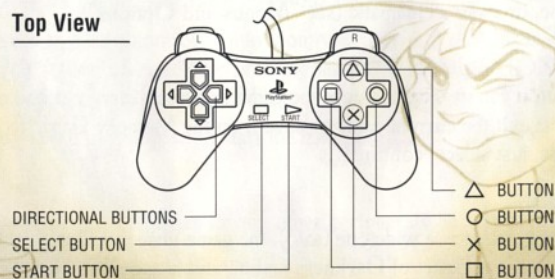
### controller diagram

#### Controller

##### Front View



##### Top View



### In the menus:

Directional button: Select an option

× button: Confirm an option

### In the game:

Default button configuration (refer to "Menus and Options" on p. 11 to reconfigure).

× button: jump

□ button: run

△ button: special power

○ button: fire

Left Directional button: go left

Right Directional button: go right

## CAREFUL!

While storing and handling a Disc you should apply the same care as for audio CDs. You will not need to clean your Disc if you always hold it by the edges and put it back in its case directly after use.

To save your settings, you must use Memory cards.

Make sure you have at least one free block on your Memory card before commencing play.

## Andy's moves

Andy can move in several ways. He can walk, run, jump, climb, crawl. He can also jump while walking or running.

climb



jump up



short jump



run



long jump



then

walk

duck




The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.

## Andy: how to fire and use the different powers

Throughout his quest, Andy acquires different ways of firing. At the beginning of the game, he can fire using his plasma cannon. A little further into the game, he can make use of specific powers: ordinary powers or special powers. The ordinary powers are rapid but low-powered. The special powers are used in well-defined cases that you'll discover as you play.


### The Plasma Cannon,



Aim at the target while pressing the  button

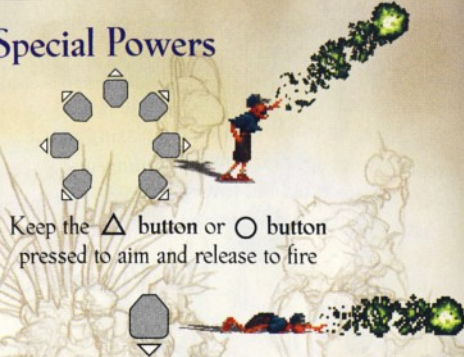
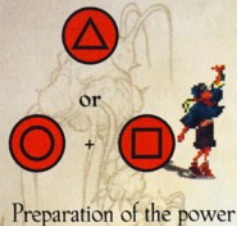
### The Ordinary Powers



Hold the  button down to aim and release to fire

The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.

## The Special Powers



## climbing

In some sequences, Andy has to climb trees, walls, etc. He can climb forward, back, up and down the walls, and also fire using his powers, as well as letting himself drop, jump, and grab on to the wall.



*The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.*



## special moves

### Struggle



Press the left and right Directional buttons alternately with a slow rhythm to make Andy swing his body slowly from side to side to throw off an enemy who has him in a bear hug.

### Push / Press



Push an object

### "Salto" the somersault



*The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.*

## allocating a player number

Note that this option cannot be used to save game data on a **Memory card**, nor to reload game data from a **Memory card**. You must use the "Save" or "Load" option in the main menu to do this.

The "Assign Player" menu accessible from the main menu can be used to record saved games for 4 different players in a summary table.

When you want to start or resume a game customized by a player number, use the **Directional button** to go to the "Select" option, then confirm by pressing the **X button**. Use the **Directional button** again to select your player. A view of the restart point is displayed.

By default, the first user of **Heart of Darkness** is recorded as Player 1.

To delete a saved game, select the "Delete" option, then confirm by pressing the **X button**. Use the **Directional button** to select the game that you want to delete, then validate and confirm the deletion by selecting "YES".

You can cancel your choices at any time by selecting "Cancel".

## save / load (Memory card)

Select "Load" and press the **X button** to reload a saved game.

Select "Save" and press the **X button** to save the game you are playing.

Do not insert or remove a **Memory card** while the Console is switched on, because this might damage the data stored on the **Memory card**.

## menus and options

You can access the option menus from the main menu by selecting "Options". You can access the various option menus by exploring Andy's tree house. Select the menu you want by using the left and right **Directional buttons** and confirm by pressing the **X button**. To go back to the main menu, press the **START button**.

### ♦ new game

Just confirm by pressing the **X button** or the **START button** to start a new game.

### ♦ current game

Confirm to resume a current game at the restart point closest to where you stopped. (the restart points are saved automatically as you play the game, as long as your PlayStation is switched on).

### ♦ load game

When you confirm, you access a menu where you can choose a restart screen within a restart level. The ones that are accessible depend on how far you've progressed in the game. Use the up and down **Directional buttons** to select the level you want to access, then confirm by pressing the **X button**. Next, use the left and right **Directional buttons** to choose the screen where you would like to restart, then confirm by pressing the **X button**.

Note that this option cannot be used to save game data on a **Memory card**. You must use the "Save" option in the main menu to do this.

## ♦ show cinematics

When you confirm, you access the menu in which you can choose a cinematic scene from the game that you want to see again. The accessible scenes are those that you've already viewed as you play the game. Use the **Directional button** to choose a scene, then confirm by highlighting OK and pressing the **X** button.

## ♦ quit

Confirm by pressing the **X** button to go back to the main menu.

## ♦ options

When you confirm, you access the menu that you use to set up the game Controller, choose the difficulty level and adjust the sound volume.

### Control:

Select one of Andy's actions (run, jump, fire, special power) and press the button on the Controller to which you want to assign the action. To test your choices, use the "Test" function. If you want to go back to the buttons defined by default, use the "Reset" function, or quit the setup menu and clear these settings by selecting "Cancel".

### Difficulty:

You can choose between "Easy", "Normal" and "Hard". The behavior of your enemies, their aggressiveness and their number vary according to the selected level.

### Sound:

You can adjust the sound volume by using the left and right **Directional buttons**. To test your settings, use the "Test" function. If you decide to go back to the volume defined by default, use the "Reset" function or quit the setup menu and clear these settings by selecting "Cancel".

## IN A FR

Registration C  
our choice. It's  
you'll get lucky


at apply)

gy ☐  
☐

any that apply)

☐  
sis ☐  
Win 95) ☐

Interplay  
16815 Vo  
Irvine, CA

place  
stamp  
here

**Productions**  
**1 Karman Ave.**  
**92606**

## some tips ...

### Some tips to help you make easier progress in the game

Beware of shadows...

Practice **somersaulting**, you'll need it during the game.

Some pretty tenacious monsters sometimes grab hold of Andy, and then he can't use his weapon. He can throw them off by pressing the left and right **Directional buttons** alternately with a slow rhythm, swinging his body slowly from side to side.

Carefully check out the location, looking for holds for climbing and moving forward in the game. You'll find objects that you can move by pushing them or firing at them.

Avoid the nasty stuff from the climbing monsters: this will make you lose your grip when climbing. But you'll still be able to grab on to the rock again by pressing the **X button** (jump button in the default configuration) during your fall.

Andy's powers have particular effects on certain objects.

In parts of the game with a large number of monsters, try to observe their behavior carefully: you'll then find it easier to anticipate their attacks.

If you are having a tough time, set the game on "Easy". You'll still get to see all the wonderful things in the game, but it won't be as difficult. Once you finish the game and become an expert, you can try again on the next setting.

## Level 1 Hints

In many places, Andy can interact with the dangerous surroundings; even the shadows aren't safe! Think about what is casting the shadow. If you can get rid of that, the shadow will disappear.

If you seem stuck in an area, try shooting the rocks to get them to move. You'll be surprised that either by shooting, jumping up and down or by pushing you can move mountains. You might have to do it a few times over to really get things moving – rocks and mountains are heavy after all!

The first time you may encounter trouble is when many shadows swarm Andy from both sides of the screen.

Do the best you can to get towards the center of the screen and concentrate on the enemies to the left (they are more aggressive). Make sure to attack the enemies to the right from time to time to keep them away and always attack the flying shadows regardless of which side they are on (see screen shots). Do not try to run. Stay and shoot them. You will eventually shoot them all.

If you are having a hard time getting past the shadow dogs that come trotting at you from the right side of the screen, try double jumping (as described in this manual). This will be a standing double jump and timing is very important to jump over them safely. When the last of the shadow dogs appear you will see shadows that leap-frog. Quickly head right and



attack them. Watch your left for shadows too.

## Level 2 Hints

When you enter a darkened area, you must somehow light the way. Search the level for something that creates light so that you can see. Also, plant serpents are always hungry. They can not attack you if they are eating. Remember to proceed with caution!

## Level 3 Hints

Seeds can't grow while floating in water so, you have to somehow move them to land if they are to be useful. Shadow piranha fish are dangerous and can't be killed. The answer to a puzzle isn't always on the same screen. Look around and explore!

Only the best swimmer can find a way to unblock the water! Once you figure out what to do – swim back fast, it won't take long before you're lunch!

Seeds are very useful and can be moved and used more than once – even on different game screens. Use the water to transport the seeds to different islands. Remember, two seeds can't share the same island – one will "bump" the other. Now, if you can just figure out how to get those seeds moving from island to island and screen to screen!



## Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service.  
Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (949) 555-6678.

Please try to be at your PlayStation.<sup>®</sup> The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to "http://www.interplay.com" or you may ftp to ftp.interplay.com.

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 949-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH.

## credits

### designers

Eric Chahi  
Frédéric Savoir  
Fabrice Visserot  
Christian Robert  
Daniel Morais

backgrounds  
Christian Robert  
Jérôme Combe

game screens  
Christian Robert

### original story

original idea  
Eric Chahi & Frédéric Savoir

map design  
Eric Chahi & Fabrice Visserot

screenplay  
Eric Chahi  
Frédéric Savoir  
Fabrice Visserot  
Christian Robert

3D modeling  
characters  
Stephane Hamache  
Jérôme Combe  
Patrick Daher

storyboard  
Eric Chahi  
Jérôme Combe  
Fabrice Visserot

backgrounds and game screens  
Chris Delaporte  
Patrick Daher  
Jean Frechina  
Stephane Hamache  
Jérôme Combe  
Fabrice Visserot

### graphic design

characters  
Christian Robert

## lighting & textures

directed by Eric Chahi

created by

Eric Chahi

Chris Delaporte

Stephane Hamache

Fabrice Visserot

Jérôme Combe

Patrick Daher

## 3D animations

directed by Fabrice Visserot

cinematics & characters

Fabrice Visserot

Jérôme Combe

Patrick Daher

Stephane Hamache

backgrounds & game screens

Patrick Daher

Chris Delaporte

Jean Frechina

Stephane Hamache

Fabrice Visserot

Eric Chahi

Jérôme Combe

## sprites animation

2D sprites

Christian Robert

3D sprites

Fabrice Visserot

Jérôme Combe

## programming

program design by

Frédéric Savoir & Daniel Morais

Special programming for PlayStation

Philippe Paquet

game engine, libraries & tools

Frédéric Savoir &

Daniel Morais

cinematic tool, movie

compression & playback

Daniel "magic" Morais

"sprite animator" tool & playback

Frédéric Savoir

level coding

Frédéric Savoir

monsters engine

Daniel Morais

monsters logic

Eric Chahi & Fabrice Visserot

sound engine

Daniel Morais

sound tool

Martin Cook

shadow tool & 3D painter

Pascal de France

## music

composer - conductor - producer

Bruce Broughton

supervising editor

Patricia Carlin

assistant editor

Thomas Lavin

recording engineer

Mike Ross Trevor

assistant engineer

Toby Wood

Caroline Daniel

studio

CTS, Wembley, London

fixer

Peter Willison

copyist

Vic Fraser

## sound effects

sounds designer

Eric Mauer & Isabelle Mauer

sound editor

Patrice Gisolet

foley artist

Alain Levy

foley studio

Idenek, Paris

## Sinfonia of London

violin

A. Levin

P. Manning

D. Ogden

M. Rakowski

B. O'Reilly

J. Bradbury

D. Cummings

P. Benson

D. Emanuel

D. Weekes

C. Staveley

J. McLeod

D. Turitz

P. Lowbury

M. McMenemy

G. Solodchin

R. Simmons

G. Robertson

viola

J. Williams

A. Parker

B. Kostecki

W. Benham

E. Scott

J. Underwood

cello

P. Willison

B. Kennard

R. Smith

K. Harvey

double bass

R. McGee

M. Lea

J. Williams

M. Brittain

oboe

G. Salte

R. Morgan

clarinet

R. Addison

R. Jowitt

flute

E. Beckett

J. Snowden

trumpet

P. Archibald

M. Murphy

trombone

C. Sheen

b. trombone

D. Stewart

tuba

J. Anderson

bassoon

I. Cuthill

J. Orford

horn

D. Lea

J. Pigneguy

F. Lloyd

J. Bryant

P. Gardham

piano

D. Firman

percussion

F. Ricotti

S. Henderson

W. Lockhart

G. Kettel

## game sound

sound designer  
Eric Mauer

sound editor  
Fabrice Visserot

## mixing

sound engineer  
Thierry Rogen  
J.P. Bonichon

assistant  
Fabrice Leyni  
Frédéric Perrinet

supervisor  
Fabrice Visserot

studio  
Studio Mega, Paris

## production

producer for Virgin UK  
Jon Nordledge

producer for Virgin France  
Bertrand Gibert

producers for Infogrames  
Catherine Simon & Norbert Cellier

executive producer for  
Tantrum/Interplay  
Alan Pavlish

producer for  
Tantrum/Interplay  
Alan Barasch

line producer for  
Tantrum/Interplay  
Brian McNerny

Amazing Studio manager  
Jacques Geandaud

## english voiceover

directors  
Bob Sherman  
Fabrice Visserot

## cast

Andy	Mohammed Muklis
Teacher	Brian Bowles
Servant	Enn Reitel
Master	Bill Mitchell
Monster	Brian Bowles
Amigo	Dan Russell

Head Honcho  
Friends  
William Vanderpuye  
Brian Bowles  
Bob Sherman

Mother  
Supporting Cast  
Lorelei King  
Jack Zimmerman  
Ami Zimmerman  
Fabrice Visserot  
Jon Nordledge

## quality assurance

INFOGRAMES MULTIMEDIA  
Olivier Raffard, Stephane Pradier  
and Vincent Laloy

## quality assurance

INTERPLAY PRODUCTIONS

QA director  
Chad Allison

QA manager  
Colin Totman

QA project supervisor  
Shanna Takayama

## QA testers

Christopher Jones  
Erik Guenther  
Michelle Barnes  
Kevin Osburn  
Robert Lark  
John Kirkland  
Mike Motoda

QA I.S. manager  
Frank Pimentel

senior I.S. technician  
Bill Delk

I.S. technicians  
Steve Cabiness  
Chris Peak

## marketing

Alison Quirion  
Karen Schohan

## publishing

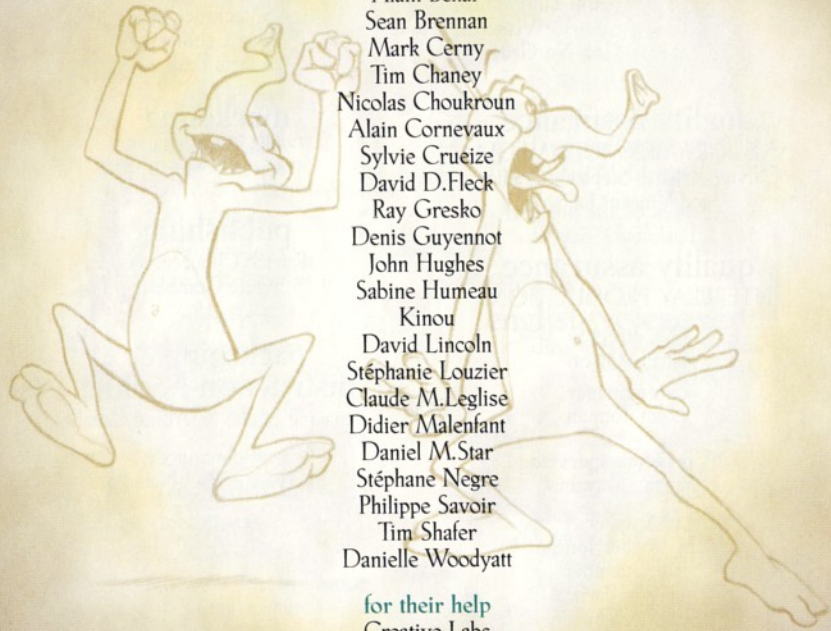
Patrick Chouzenoux  
Sylvie Combet

## packaging & instruction booklet

Amazing Studio - Jérôme Combe

traffic manager  
Interplay - Paul Naltalis

## thanks to



Martin Alper  
Alain Behar  
Sean Brennan  
Mark Cerny  
Tim Chaney  
Nicolas Choukroun  
Alain Cornevaux  
Sylvie Crueize  
David D.Fleck  
Ray Gresko  
Denis Guyennot  
John Hughes  
Sabine Humeau  
Kinou  
David Lincoln  
Stéphanie Louzier  
Claude M.Leglise  
Didier Malenfant  
Daniel M.Star  
Stéphane Negre  
Philippe Savoir  
Tim Shafer  
Danielle Woodyatt

## for their help

Creative Labs  
Intel Corporation  
DirectX Team

## Interplay Limited 90-Day Warranty

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

## Limited Warranty

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$15.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553-6678. If your compact disc is defective and a replacement

is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$15.00 to:

Warranty Replacements  
Interplay Productions  
16815 Von Karman Avenue  
Irvine, CA 92606

**COPYING PROHIBITED**

This software product and the manual are copyrighted. All rights are reserved by Interplay Productions, Amazing Studio and Infogrames and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

Notice: Interplay reserves the right to make modifications or improvements to the product described in the manual at any time and without notice.

## Need Hints?

Hints are available for this title and other Interplay titles. You can reach our hintline at 1-900-370-PLAY. The charge for this service is \$0.95 per minute. (1-900-451-6869 in Canada, \$1.25/minute in Canadian dollars.) All hint questions will be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touch-tone phone to use this service. The hintline is open 24hrs a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

## Interplay Website

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games...and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

**How to get there**

From your Internet account,  
point your favorite browser to:  
[www.interplay.com](http://www.interplay.com)

**OR VISIT:**

[www.heartofdarkness.com](http://www.heartofdarkness.com)

